IEEE Xplore RELEASE 2.1

Welcome United States Patent and Trademark Office

Search Results

BROWSE   **SEARCH**   **IEEE XPLORE GUIDE**   **SUPPOR**

Results for "(('three-dimensional' and transmi* and 'skin component')<in>metadata)"

☑ e-mail   🖨 printe

Your search matched **0** documents.

A maximum of **100** results are displayed, **25** to a page, sorted by **Relevance** in **Descending** order.

» Search Options

View Session History

New Search

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

Modify Search

(('three-dimensional' and transmi* and 'skin component')<in>metadata)   **Search ❯**

☐ Check to search only within this results set

Display Format: ⦿ Citation   ○ Citation & Abstract

No results were found.

Please edit your search criteria and try again. Refer to the Help pages if you need assistance revisin search.

Help   Contact Us   Privacy & Security

Indexed by
Inspec

IEEE Xplore ®
RELEASE 2.1

Welcome United States Patent and Trademark Office

Search Results

BROWSE   SEARCH   IEEE XPLORE GUIDE   SUPPOF

Results for "(('three-dimensional' and transmi* and 'bone component')<in>metadata)"   ✉ e-mail   🖨 printer
Your search matched **0** documents.
A maximum of **100** results are displayed, **25** to a page, sorted by **Relevance** in **Descending** order.

» Search Options

<u>View Session History</u>

<u>New Search</u>

Modify Search

(('three-dimensional' and transmi* and 'bone component')<in>metadata) | Search |➤

☐ Check to search only within this results set

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

Display Format: ◉ Citation   ○ Citation & Abstract

No results were found.

Please edit your search criteria and try again. Refer to the Help pages if you need assistance revisin search.

Help   Contact Us   Privacy & Security

Indexed by
Inspec ®

IEEE Xplore RELEASE 2.1

Welcome United States Patent and Trademark Office

Search Results   BROWSE   SEARCH   IEEE XPLORE GUIDE   SUPPOF

Results for "(('three-dimensional' and 'bone component')<in>metadata)"   ✉e-mail 🖨printe
Your search matched **0** documents.
A maximum of **100** results are displayed, **25** to a page, sorted by **Relevance** in **Descending** order.

» Search Options

View Session History

New Search

Modify Search

| ((('three-dimensional' and 'bone component')<in>metadata) | | **Search »** |

☐ Check to search only within this results set

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

Display Format: ⦿ Citation ○ Citation & Abstract

No results were found.

Please edit your search criteria and try again. Refer to the Help pages if you need assistance revisin search.

Help   Contact Us   Privacy & Security

Indexed by
🇶 Inspec

IEEE Xplore ® RELEASE 2.1

Welcome United States Patent and Trademark Office

| | BROWSE | SEARCH | IEEE XPLORE GUIDE | SUPPOR |

Search Results

Results for "(('three-dimensional' and 'skin component')<in>metadata)"
Your search matched **0** documents.
A maximum of **100** results are displayed, **25** to a page, sorted by **Relevance** in **Descending** order.

☑ e-mail 🖨 printer

» **Search Options**

View Session History

New Search

Modify Search

| (('three-dimensional' and 'skin component')<in>metadata) | | Search » |

☐ Check to search only within this results set

Display Format: ⦿ Citation ○ Citation & Abstract

» **Key**

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

No results were found.

Please edit your search criteria and try again. Refer to the Help pages if you need assistance revisin
search.

Help   Contact Us   Privacy & Security

Indexed by
Inspec

IEEE *Xplore* ®
RELEASE 2.1

Welcome United States Patent and Trademark Office

⊞Search Results

BROWSE   SEARCH   IEEE XPLORE GUIDE   SUPPOF

Results for "(('three-dimensional' and 'skin data')<in>metadata)"   ✉e-mail 🖨printer
Your search matched **0** documents.
A maximum of **100** results are displayed, **25** to a page, sorted by **Relevance** in **Descending** order.

» Search Options

<u>View Session History</u>   **Modify Search**

<u>New Search</u> | (('three-dimensional' and 'skin data')<in>metadata) | **⌐Search >**

☐ Check to search only within this results set

» Key   **Display Format:**   ⊙ Citation   ○ Citation & Abstract

IEEE JNL   IEEE Journal or
          Magazine

IEE JNL   IEE Journal or Magazine

IEEE CNF   IEEE Conference   **No results were found.**
          Proceeding

IEE CNF   IEE Conference   Please edit your search criteria and try again. Refer to the Help pages if you need assistance revisin
          Proceeding   search.

IEEE STD   IEEE Standard

          Help   Contact Us   Privacy & Security

IEEE *Xplore* ®
RELEASE 2.1

Welcome United States Patent and Trademark Office

▓▓Search Results   **BROWSE**   **SEARCH**   **IEEE XPLORE GUIDE**   **SUPPOF**

Results for "(('three-dimensional' and 'bone data')<in>metadata)"   ☑e-mail 🖶printer
Your search matched **0** documents.
A maximum of **100** results are displayed, **25** to a page, sorted by **Relevance** in **Descending** order.

» Search Options

View Session History

New Search

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

Modify Search

(('three-dimensional' and 'bone data')<in>metadata)	**Search** ❯

☐ Check to search only within this results set

Display Format: ◉ Citation ○ Citation & Abstract

No results were found.

Please edit your search criteria and try again. Refer to the Help pages if you need assistance revisin search.

Help   Contact Us   Privacy & Security

Indexed by
🔲 **Inspec**°

IEEE *Xplore* ®
RELEASE 2.1

Welcome United States Patent and Trademark Office

Search Results   BROWSE   SEARCH   IEEE XPLORE GUIDE   SUPPOF

Results for "((3d and 'bone data')<in>metadata)"   ✉ e-mail 🖨 printer
Your search matched **0** documents.
A maximum of **100** results are displayed, **25** to a page, sorted by **Relevance** in **Descending** order.

» Search Options

View Session History

New Search

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

Modify Search

| ((3d and 'bone data')<in>metadata) | **Search** ⟩ |

☐ Check to search only within this results set

Display Format: ◉ Citation   ○ Citation & Abstract

No results were found.

Please edit your search criteria and try again. Refer to the Help pages if you need assistance revisin
search.

Help   Contact Us   Privacy & Security

IEEE Xplore

RELEASE 2.1

Welcome United States Patent and Trademark Office

Search Results

BROWSE   SEARCH   IEEE XPLORE GUIDE   SUPPOF

Results for "((3d and 'skin data')<in>metadata)"
Your search matched **0** documents.
A maximum of **100** results are displayed, **25** to a page, sorted by **Relevance** in **Descending** order.

✉ e-mail 🖨 printei

» Search Options

<u>View Session History</u>

<u>New Search</u>

Modify Search

| ((3d and 'skin data')<in>metadata) | **Search** ▷ |

☐ Check to search only within this results set

Display Format: ◉ Citation ○ Citation & Abstract

» Key

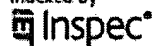|	
IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

No results were found.

Please edit your search criteria and try again. Refer to the Help pages if you need assistance revisin search.

Help   Contact Us   Privacy & Security

Indexed by
🔲 Inspec°

P⊘RTAL

USPTO

🦰 Feedback Report a problem Satisfaction survey

Terms used **3D skin data**   Found **6** of **186,958**

Sort results by	relevance ▾	◆ Save results to a Binder	Try an Advanced Search
Display results	expanded form ▾	🔲 Search Tips	Try this search in The ACM Guide
		☐ Open results in a new window	

Results 1 - 6 of 6

Relevance scale ☐ ▭ ▬ ▰ ■

1   Anatomy-based facial tissue modeling using the finite element method   ■
Erwin Keeve, Sabine Girod, Paula Pfeifle, Bernd Girod
October 1996 **Proceedings of the 7th conference on Visualization '96**
Publisher: IEEE Computer Society Press
Full text available: 📄 pdf(9.01 MB) 🔳 Additional Information: full citation, references, citings, index terms
Publisher Site

> **Keywords**: computer-aided surgery, finite element method, human facial modeling, surgery planning and simulation

2   Continuous capture of skin deformation   ■
◆ Peter Sand, Leonard McMillan, Jovan Popović
July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3
Publisher: ACM Press

Full text available: 📄 pdf(6.55 MB)   Additional Information: full citation, abstract, references, citings, index terms

> We describe a method for the acquisition of deformable human geometry from silhouettes. Our technique uses a commercial tracking system to determine the motion of the skeleton, then estimates geometry for each bone using constraints provided by the silhouettes from one or more cameras. These silhouettes do not give a complete characterization of the geometry for a particular point in time, but when the subject moves, many observations of the same local geometries allow the construction of a comp ...

> **Keywords**: human animation, motion capture, skin modeling

3   Appearance modeling: Analysis of human faces using a measurement-based skin   ■
◆ reflectance model
Tim Weyrich, Wojciech Matusik, Hanspeter Pfister, Bernd Bickel, Craig Donner, Chien Tu, Janet McAndless, Jinho Lee, Addy Ngan, Henrik Wann Jensen, Markus Gross
July 2006 **ACM Transactions on Graphics (TOG)**, Volume 25 Issue 3
Publisher: ACM Press

Full text available: 📄 pdf(965.26 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

We have measured 3D face geometry, skin reflectance, and subsurface scattering using custom-built devices for 149 subjects of varying age, gender, and race. We developed a novel skin reflectance model whose parameters can be estimated from measurements. The model decomposes the large amount of measured skin data into a spatially-varying analytic BRDF, a diffuse albedo map, and diffuse subsurface scattering. Our model is intuitive, physically plausible, and -- since we do not use the original mea ...

Keywords: data-driven models, face modeling, reflection models

4   Brushing techniques for exploring volume datasets

Pak Chung Wong, R. Daniel Bergeron
October 1997 **Proceedings of the 8th conference on Visualization '97**
Publisher: IEEE Computer Society Press
Full text available: 📄 pdf(682.79 KB)
   📖 Publisher Site   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

5   Motion editing and compression: Wavelet compression of parametrically coherent mesh sequences

Igor Guskov, Andrei Khodakovsky
August 2004 **Proceedings of the 2004 ACM SIGGRAPH/Eurographics symposium on Computer animation**
Publisher: ACM Press
Full text available: 📄 pdf(2.36 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

We introduce an efficient compression method for animated sequences of irregular meshes of the same connectivity. Our approach is to transform the original input meshes with an anisotropic wavelet transform running on top of a progressive mesh hierarchy, and progressively encode the resulting wavelet details. For temporally coherent mesh sequences we get additional improvement by encoding the differences of the wavelet coefficients. The resulting compression scheme is scalable, efficient, and ...

6   Layered construction for deformable animated characters

J. E. Chadwick, D. R. Haumann, R. E. Parent
July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques SIGGRAPH '89**, Volume 23 Issue 3
Publisher: ACM Press
Full text available: 📄 pdf(2.49 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

A methodology is proposed for creating and animating computer generated characters which combines recent research advances in robotics, physically based modeling and geometric modeling. The control points of geometric modeling deformations are constrained by an underlying articulated robotics skeleton. These deformations are tailored by the animator and act as a muscle layer to provide automatic squash and stretch behavior of the surface geometry. A hierarchy of composite deformations provides t ...

Results 1 - 6 of 6

P✿RTAL

USPTO

Search: ◉ The ACM Digital Library   ○ The Guide

+3D +"bone data"   **SEARCH**

📹 Feedback Report a problem Satisfaction survey

Terms used **3D bone data**   Found **5 of 186,958**

Sort results by	relevance ▾
Display results	expanded form ▾

🔖 Save results to a Binder
❓ Search Tips
☐ Open results in a new window

Try an Advanced Search
Try this search in The ACM Guide

Results 1 - 5 of 5

Relevance scale ☐ ▭ ▬ ▬ ■

1 Shrouds: optimal separating surfaces for enumerated volumes   ▬
Gregory M. Nielson, Gary Graf, Ryan Holmes, Adam Huang, Mariano Phielipp
May 2003 **Proceedings of the symposium on Data visualisation 2003 VISSYM '03**
Publisher: Eurographics Association
Full text available: 📄 pdf(1.58 MB)   Additional Information: full citation, abstract, citings

> We describe new techniques for computing a smooth triangular mesh surface that surrounds an enumerated volume consisting of a collection of points from a 3D rectilinear grid. The surface has the topology of an isosurface computed by a marching cubes method applied to a field function that has the value one at the points in the volume and zero for points not in the volume. The vertices are confined to the edges of the grid that penetrate this separating surface and the precise positions are compu ...

2 Session C6: virtual reality: Virtual temporal bone dissection: a case study   ▬
Jason Bryan, Don Stredney, Greg Wiet, Dennis Sessanna
October 2001 **Proceedings of the conference on Visualization '01**
Publisher: IEEE Computer Society
Full text available: 📄 pdf(1.27 MB) 📑   Additional Information: full citation, abstract, references, citings, index
Publisher Site   terms

> The Temporal Bone Dissection Simulator is an ongoing research project for the construction of a synthetic environment suitable for virtual dissection of human temporal bone and related anatomy. Funded by the National Institute on Deafness and Other Communication Disorders (NIDCD), the primary goal of this project is to provide a safe, robust, and cost-effective virtual environment for learning the anatomy and surgical procedures associated with the temporal bone. Direct volume visualization has ...

> **Keywords**: temporal bone dissection

3 Multiresolution techniques for interactive texture-based volume visualization   ▬
Eric LaMar, Bernd Hamann, Kenneth I. Joy
October 1999 **Proceedings of the conference on Visualization '99: celebrating ten years**
Publisher: IEEE Computer Society Press
Full text available: 📄 pdf(1.84 MB)   Additional Information: full citation, abstract, references, citings, index
terms

We present a multiresolution technique for interactive texture-based volume visualization of very large data sets. This method uses an adaptive scheme that renders the volume in a region-of-interest at a high resolution and the volume away from this region at progressively lower resolutions. The algorithm is based on the segmentation of texture space into an octree, where the leaves of the tree define the original data and the internal nodes define lower-resolution versions. Rendering is do ...

Keywords: hardware texture, multiresolution rendering, volume visualization

4   Session P2: large data sets: Semotus Visum: a flexible remote visualization framework
Eric J. Luke, Charles D. Hansen
October 2002 **Proceedings of the conference on Visualization '02**
Publisher: IEEE Computer Society
Full text available: pdf(622.60 KB)   Additional Information: full citation, abstract, references, index terms

By offering more detail and precision, large data sets can provide greater insights to researchers than small data sets. However, these data sets require greater computing resources to view and manage. Remote visualization techniques allow the use of computers that cannot be operated locally. The Semotus Visum framework applies a high-performance client-server paradigm to the problem. The framework utilizes both client and server resources via multiple rendering methods. Experimental results sho ...

Keywords: client/server, remote visualization

5   A hand biomechanics workstation
David E. Thompson, William L. Buford, Loyd M. Myers, David J. Giurintano, John A. Brewer
June 1988 **ACM SIGGRAPH Computer Graphics , Proceedings of the 15th annual conference on Computer graphics and interactive techniques SIGGRAPH '88**, Volume 22 Issue 4
Publisher: ACM Press

Full text available: pdf(3.71 MB)   Additional Information: full citation, abstract, references, citings, index terms

Interactive graphics for hand surgery was used to apply mathematical modeling and describe the kinematics of the hand and its resultant effect on hand function. Dynamic high resolution displays and three-dimensional images were tailored for use with a specific patients' hand and a new and powerful design and analysis tool produced. Methods were developed to portray kinematic information such as muscle excursion and effective moment arm and extended to yield dynamic information such as torque and ...

Keywords: CT and MR imaging, computer aided design, computer graphics, hand surgery, hand therapy, orthopedic surgery

Results 1 - 5 of 5